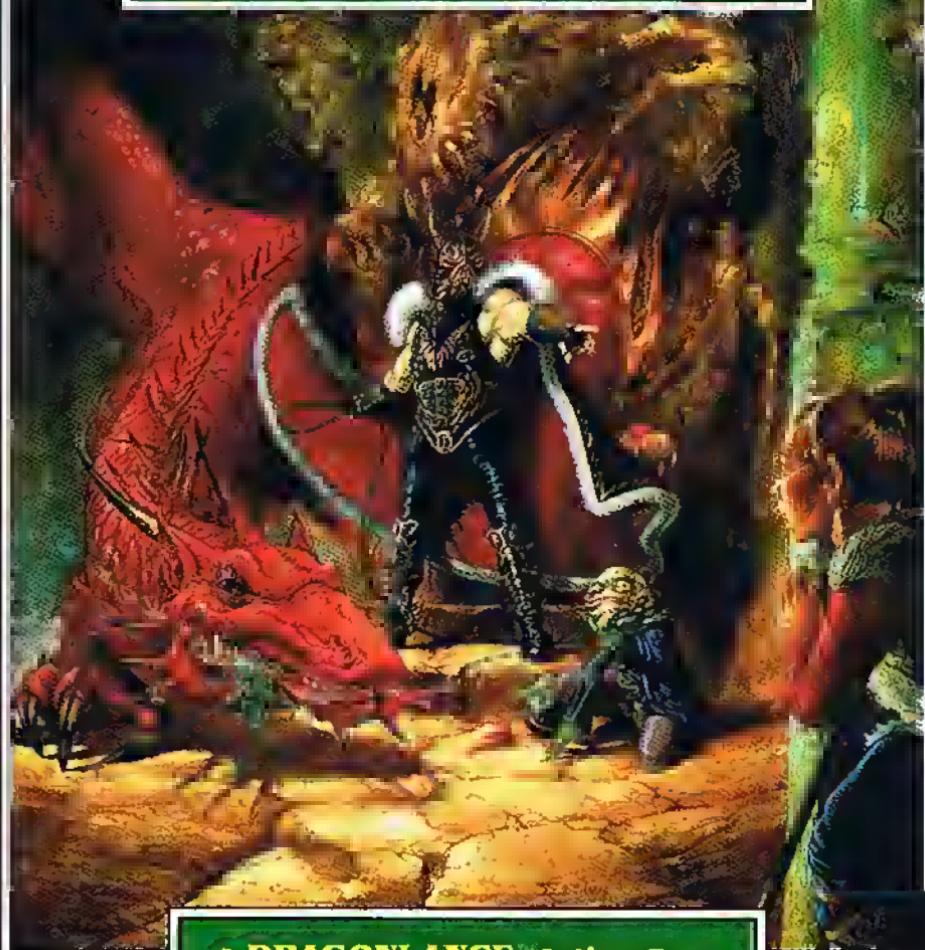


OFFICIAL
Advanced
Dungeons & Dragons®
COMPUTER PRODUCT

DRAGONS OF FLAME



A DRAGONLANCE™ Action Game



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APPLE II AND IBM COMPATIBLE COMPUTER INFORMATION:

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If you own an Apple II GS, Apple compatible or IBM compatible computer we suggest that you call our Technical Hotline at (408) 737-6810 and speak with a game counselor any workday between the hours of 11 a.m. and 5 p.m. Pacific Time. To see if an SSI game you're considering purchasing is compatible with your computer, if we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

I. INTRODUCTION

THE ACTION STARTS.

It is more than three hundred years since the Cataclysm, when the old gods abandoned the people of Krynn. Without the interference of the old gods, Takhisis, the Queen of Darkness, spreads her power from the Abyss by awakening evil dragons and creating armies of Draconians. Once her armies are victorious, she will be free to move from the Abyss into Krynn. The only threat to the Queen's awesome power is the revival of belief in the old gods and the uniting of the resistance against the Draconian armies.

The first steps against Takhisis have been taken. The Disks of Mishakal have been recovered and Goldmoon has become the first True Cleric since the Cataclysm. But, while returning from the successful assault on Xak Tsaroth, Goldmoon and the other Companions of the Lance are captured by an army of Draconians.

When all seems lost, the Companions are freed during an elven attack on the Draconians. Now, the Companions must ally with friendly NPCs, battle Draconian hordes, and sneak through the caves of Sla-Mori into the fortress of Pax Tharkas. Inside, the Companions must recover the sword "Wyrmslayer" and free the slaves held there to bind the forces of the resistance together.

THE SITUATION.

At the start of the quest, Draconian armies sweep down from the north toward the elven lands of Qhalinost. They already hold the ancient southern fortress of Pax Tharkas. The Draconians seek to crush the Qualinesti between their armies and the mountain fortress.

The lands before the invasion are in chaos. The countryside is full of wanderers both friendly and unfriendly. Brave elven and nomadic warriors seek to turn aside the forces of evil. Innocent victims flee the advancing conquerors. Foul creatures of all

sorts take advantage of the chaos to pillage the remains of civilization.

During your quest, you will meet many others in the wilderness. Some may join your party; it will be necessary to gain allies to complete the quest. Some may offer items to aid you on your quest. Some will attack you with sword or claw. The only way to know if an encounter is friend or foe is to approach and keep alert. But, you can assume that anyone who attacks is allied with the forces of evil.

You may find important items in many places as you travel. Items may be freely offered by friends, cast aside by those fleeing the enemy, lying amidst abandoned towns, or fiercely guarded by the forces of Takhisis. Treat your allies and items wisely. They are the keys to your quest.

THE ADVANCED DUNGEONS & DRAGONS® GAME.

DRAGONS OF FLAME and the whole DRAGONLANCE® Saga are based on the ADVANCED DUNGEONS & DRAGONS® game by TSR Inc. AD&D® is the most popular role playing game in the world. In a role-playing game you control one or more characters in an unfolding, interactive story-line.

DRAGONS OF FLAME is an action game with many of the interactive elements of a role-playing game. The computer is used to keep track of all of the usual "to hit," "damage," and "saving throw" dice rolls behind the scenes so that you can concentrate on what is actually visible — the charging Draconian with a sword.

THE DRAGONLANCE® SAGA.

The DRAGONLANCE® saga was put together by the TSR design staff and brought to life by the TSR artists. It has appeared in novels, short stories, ADVANCED DUNGEONS & DRAGONS® role-playing adventures, and computer games. DRAGONS OF FLAME gives you the chance to take part in the quest of the "Companions of the Lance," as they continue their fight to save Krynn from Takhisis, the Queen of Darkness.

II. THE CHARACTERS

GOLDMOON, CHIEFTAIN'S DAUGHTER:



By Larry Elmore, from
"Dragons of Hope"

Daughter of the chieftain of the Que-Shu tribe, Goldmoon's future seemed to be set from birth; whomever she married would become chief of the Que-Shu. Unknown to everyone, the gods had different plans for her. The first sign of these plans came when Goldmoon fell in love with Riverwind rather than any of the other more suitable young men.

When Riverwind returned from his quest to prove himself worthy, things really changed. The Staff that he returned with didn't appear to do anything and Goldmoon's father condemned him to death. As the tribe started to stone Riverwind to death, Goldmoon threw herself into his arms. Suddenly the Staff flared with a brilliant blue light and Goldmoon and Riverwind were standing miles away from the village, all their injuries healed.

Rejected by their tribe, Goldmoon and Riverwind traveled to attempt to discover the Staff's true nature. During their travels, they became involved in a fight at the Inn of the Last Home and were rescued by the other Companions. From the Inn, the Companions' adventures took them to Xak Tsaroth. In those terrible ruins, the Blue Crystal Staff was destroyed, but the Disks of Mishakal were recovered and Goldmoon became the first True Cleric since the Cataclysm. Goldmoon now yields personal clerical magic and directs the awesome powers of the Disks of Mishakal.



By Larry Elmore, from
"Dragons of Mystery"

RIVERWIND:



Born into a family of virtual tribal outcasts, no-one in the Que Shu tribe had a lower social position. His family refused to believe in the divinity of the tribal chieftain and were the last believers in the old gods. Tolerated for his skills, Riverwind would probably have been left alone to live his life had he not asked permission of the tribal chief to marry Goldmoon.

The chief ordered Riverwind to search for proof that the old gods still existed and not to return without a powerful magic item to convince the tribe. In reality, he never expected to see Riverwind again. As time passed, it seemed this wish would be fulfilled, but Goldmoon never gave up hope and her faith was eventually rewarded.

The Riverwind that returned wasn't the same man who left. He was harder, changed by things he'd seen and unable to remember exactly where he had been. And he returned with an artifact, the Blue Crystal Staff. However, he was unable to demonstrate its powers, and was condemned to be stoned to death. As Goldmoon joined him in the hail of stones, the Staff flared with blue light and teleported both of them out of the tribal village.

Later, when the Companions made their way to Xak Tsaroth, Riverwind realized that the ruined city was the place from where he had retrieved the Staff. After his adventures with the Companions, he has seen the magnitude of the destruction wrought by the Draconians. Riverwind's aim in life is now the protection of Goldmoon and the destruction of the Draconians.

AD&D® Game Statistics:

Strength 18/35 (Damage +3);
Intelligence 13; Wisdom 14;
Dexterity 16; Constitution 13;
Charisma 13; Alignment - Lawful Good;
Hit Points 36; Armor Class 5.

EQUIPMENT:

Leather armor & shield;
Longsword +2 (damage 1-8);
Bow & quiver of 20 arrows
(damage 1-6).



By Larry Elmore, from "Dragons of Mystery"

RAISLIN MAJERE:



By Larry Elmore, from "Dragons of Hope"

So weak when he was born that he wasn't expected to live, Raislin survived through his sister's efforts and the protection of his twin brother Caramon. Just before their fifth birthday, the twins were taken to a fair where a conjurer performed tricks and illusions. Caramon watched for a while and wandered off, but Raislin stayed all day and then astonished his family by reproducing every trick he'd seen.

Shortly after Raislin's sixth birthday, the family took him to a Master Mage. The mage took Raislin as a pupil after he was found in the mage's library reading a spellbook, thought to be impossible without years of study. Never popular and often bored, his studies continued despite his contempt for and instructors. This period reinforced Caramon's protectiveness towards his brother, providing the root for Raislin's general dislike of humanity at large, together with a deep and lasting sympathy for the weak.

Raislin supplemented the family income by public performances of illusions and tricks, often bringing him into conflict with his school. One of these public disagreements led to meeting Tasselhoff and subsequently Flint. Raislin was the youngest mage to take (and pass) the Test which confirmed his future power and gained him his Staff, while leaving him a physical wreck.

Unknown to the other Companions, Raislin gained personally from the descent into Xak Tsaroth. He recovered the spellbook of an ancient mage, helping him become even more powerful.

AD&D® Game Statistics:

Strength 10;
Intelligence 17; Wisdom 14;
Dexterity 16; Constitution 10;
Charisma 10; Alignment - Neutral;
Hit Points 11; Armor Class 5.

EQUIPMENT:

Staff of the Magus (+3 protection;
+2 to hit - damage 1-8);
Close combat with Staff as weapon;
Ranged combat - see spell list.



By Larry Elmore, from "Dragons of Mystery"

CARAMON MAJERE:



By Larry Elmore, from
"Dragons of Hope"

The twin brother of Raistlin, Caramon can be considered a complete opposite to his brother. From early childhood Caramon made himself the protector of his weaker brother, rescuing him time and time again from bullying tormentors. His training as a warrior was started by his sister, Kifara, who later became a Dragon Highlord in the service of Takhisis.

Inseparable from his brother, except when Raistlin was being schooled in the magic arts, Caramon lived all his life in Solace. There he met Shiz and later Tasselhoff and Flint Fireforge. These friendships led to the formation of the 'Companions of the Lance' when they all met up at the Inn of the Last Home in Solace on that fateful night where they met Riverwind and Goldmoon.

After their adventures in Xak Tsaroth with Riverwind and Goldmoon, Caramon is eager to return to Solace. He fears for the city's safety in a suddenly hostile world full of legendary creatures come to life and the implacable hostility of the Draconians. He will soon realize that destiny awaits in further adventures with the Companions...

AD&D Game Statistics:

Strength 18/63 (Damage +3);
Intelligence 12; Wisdom 10;
Dexterity 11; Constitution 17;
Charisma 15; Alignment - Lawful Good;
Hit Points 44; Armor Class 6.

EQUIPMENT:

Ring mail armor;
Longsword (damage 1-8);
Spear
(damage 1-6).



By Larry Elmore, from
"Dragons of Mystery"

TANIS HALF ELVEN:



By Larry Elmore, from
"Dragons of Hope"

Orphaned by the death of his elven mother, Tanthalas, better known as Tanis, was raised amongst the elves. As a half-human, Tanis always felt somewhat of an outcast. He was finally driven by his restless nature to leave Qualinesti for Solace and the only 'outsider' known to him, his friend Flint. By the time Tanis became involved with the Companions he had become an experienced half-elven fighter wandering the world of Krynn in search of true healing and clerics.

His travels and early training amongst the Qualinesti elves have turned Tanis into a master swordsman. Few fighters are skilled enough to match him in combat, should they even reach him. His natural skill with the bow usually stops all but

the most deadly opposition before they come within reach of his sword arm. Despite this formidable skill, his experiences in the ruined city have made him an even deadlier warrior, whose capabilities will stand the Companions in good stead, whatever the future may bring.

AD&D Game Statistics:

Strength 16 (Damage +1);
Intelligence 12; Wisdom 13;
Dexterity 16; Constitution 12;
Charisma 15; Alignment - Neutral Good
Hit Points 45; Armor Class 4.

EQUIPMENT:

Leather armor +2;
Longsword +2 (damage 1-8);
Bow & quiver of 20 arrows (damage 1-6).



By Larry Elmore, from
"Dragons of Mystery"

STURM BRIGHTBLADE:



By Larry Elmore, from
"Dragons of Hope"

The son of a True Knight of Solamnia, Sturm was sent south with his mother for safety when his father could no longer guarantee the security of their home. His father was to have sent for them when things calmed down – he never did. At this time, the Knights were looked down upon by the general population, who blamed them for failing in their duties by not stopping the Cataclysm.

Conscious of his inherited position and duties, Sturm dedicated his life to the Knighthood, becoming a well trained but inexperienced fighter. He holds the high ideals of his father and the Knights despite the current state of the world.

Drawn to Caramon by their joint martial interests, the two quickly became fast friends. For Caramon's sake, Sturm even somewhat befriended Raislin. After meeting up with Tasselhoff, Flint, and Tanis, the group traveled together as formidable adventurers until, with Flint's retirement, they went their separate ways. They all agreed to meet at the Inn of the Last Home in five years' time.

Having gained his inheritance by this time, Sturm was equipped as a Knight of Solamnia, and this meeting marked the start of the Companions' involvement in the 'War of the Lance', when they rescued Goldmoon and Riverwind. Returning from the ruins, Sturm is full of pessimism about the spread of the Draconian forces but determined to try and help stand against their evil, even though he believes the Companions' numbers insufficient to make much difference.

AD&D® Game Statistics:

Strength 17 (Damage +1);
Intelligence 14; Wisdom 11;
Dexterity 12; Constitution 16;
Charisma 12; Alignment - Lawful Good;
Hit Points 40; Armor Class 5.

EQUIPMENT:

Chainmail armor;
Two Handed sword +3 (damage 1-10);
No ranged weapon.



By Larry Elmore, from
"Dragons of Mystery"

TASSELHOFF BURRFOOT:



By Larry Elmore, from
"Dragons of Hope"

Most people not only don't understand Kender but don't want to know them. This is often due to their basic personality traits: fearlessness, unbelievable curiosity, irresistible mobility, independence and the need to pick up anything not screwed down (unless they have a screwdriver, in which case...)

But, the Kender do not see themselves as thieves. They do not steal for profit, but from intense curiosity about everything. Even when caught 'in the act' they offer an amazing range of excuses from: "You dropped it," through "I was just looking after it in case it got stolen," As far as they are concerned, it is only "borrowing", and being called a thief is a grave insult.

Apart from size, Kender would be easily recognized by the number of pockets and pouches that festoon their clothing. They are also recognized by their favored weapon, the hoopak. Used exclusively by Kender, it is a combination staff (shod in iron) and slingshot, a lethally potent weapon.

Tasselhoff met Flint through the normal actions of a Kender - absolute amazement at being accused of stealing a bracelet, as he walked off with it from Flint's stall. Tanis arrived to calm the situation and it wasn't long before they were fast friends. Tasselhoff was later responsible for the meeting with Caramon, Raislin and Sturm. The dangers of Xak Tsaroth don't seem to have registered with Tasselhoff and he is already looking forward to whatever happens next.

AD&D® Game Statistics:

Strength 13;
Intelligence 9; Wisdom 12;
Dexterity 16; Constitution 14;
Charisma 11; Alignment - Neutral;
Hit Points 20; Armor Class 6.

EQUIPMENT:

Leather armor;
Hoopak +2 (damage 3-8);
Sling +1 with a pouch of 20 bullets
(damage 2-7).



By Larry Elmore, from
"Dragons of Mystery"

FLINT FIREFORGE:



Born and bred a poor hill dwarf, Flint left home as soon as he could earn a living. As the years passed and his skills grew, improved fortunes led him to buy a small house in Solace, which became his base.

From there he travelled widely, due to the great demand for his skills. As his fame spread, his work came to the attention of the elven leader in Qualinesti, resulting in him becoming one of the few dwarves not only to visit the elven kingdom but to become a welcome visitor. Here Flint met and befriended Tanis. When Tanis finally left Qualinesti, his natural destination was his old friend Flint in Solace. Tanis was soon so useful that Flint made him his business partner. He later met the Twins, Tasselhoff, and Slurm, and the six formed a formidable adventuring company. Flint then retired to Solace, but agreed to meet the other adventurers at the Inn of the Last Home five years hence.

On that fateful day, five years later, the adventurers rescued Goldmoon and Riverwind and formed the 'Companions of the Lance'. After the Companions' experiences, Flint is confirmed as an implacable foe of the Draconians, as well as having his prejudices towards the Aghar fully confirmed.

AD&D Game Statistics:

Strength 16 (Damage +1);
Intelligence 7; Wisdom 12;
Dexterity 10; Constitution 18;
Charisma 13; Alignment - Neutral Good;
Hit Points 52; Armor Class 6.

EQUIPMENT:

Studded Leather armor & Shield;
Battleaxe +1 (damage 1-8);
Throwing axes (damage 1-6).



By Larry Elmore, from
"Dragons of Mystery"

III. NON-PLAYER CHARACTERS

During your travels you will meet characters that may accompany you on your quest. These non-player characters (NPC's) are necessary to complete the quest, but they will not join the party if you attack them. You must move up to the NPC and take the risk of being attacked for an NPC to join your party.

EBEN SHATTERSTONE:

As a mercenary, Eben is totally self-serving and looks out for his own interests above all others. He is not evil, and seems always to end up on the winning side in any fight. Although Eben is not a coward, he is not stupid and will always find a reason not to lead the way into danger. He wears chainmail and fights with shield and longsword.

GILTHANAS:

Gilthanas is an experienced elven fighter/magic-user whose knowledge may prove of great value to the party. He is second in line for the Qualinesti Throne and knows many of the secret places of the ancients. He fights in chainmail, using a +1 longsword, and bow, along with some first and second level spells.

LAURANA:

Laurana is a Princess of the Qualinesti. She has been captured by the Draconians and is being held prisoner in Pax Tharkas. She normally wears +1 chainmail and fights well with a sword. Should the characters encounter her, they would be well-advised to help her escape. She is greatly loved by the elves and is essential to final victory over the Draconians.

MEN:

The various townsfolk you meet may be refugees from the Draconians or the Draconian's allies. Refugees may join the party and fight with the characters. They will usually use a sword and little or no armor.

NONADS:

There are groups of nomads who inhabit the plains and wander the southern areas of Qualinesti. Some of these nomads may be willing to aid the party by joining or by giving the party important items. Nomads generally fight with sword and bow.

IV. MONSTERS

This term describes anything that wants to kill you. Some monsters are allies of the Draconians, others just see the party as a handy meal.

AGHAR (GULLY DWARVES):

The lowest class of dwarf, the Aghar, are denied kin status by other dwarves and are regarded as comical nuisances by humans. Their strongest instinct is survival. They see cowardice as a virtue and have raised grovelling to the status of an art form. In combat they either run away or roll about trying to avoid being hit while kicking the characters' shins.

BAAZ DRACONIANS:

These Draconians are the smallest and most common type. The Baaz are used as ground troops in the army. They are quite fond of humans as a favored addition to their diet, so they are eager to close and fight. They wear some armor, use swords, and crumble to dust when killed.

BOZAK DRACONIANS:

These Draconians are larger and less plentiful than the Baaz. They are magic users and are dedicated to the purposes of Takhisis. They do not wear armor but are harder to injure than the armored Baaz. They use magical attacks such as 'Magic Missile'. When killed, their flesh dries, and their bones explode, injuring anyone too close.

DIRE WOLVES:

These large wolves tend to hunt in packs. They will attack if they are hungry (which is most of the time). The dire wolves are smart and fast, attacking with a vicious bite.

DRAGONS:

There are two old, experienced, and deadly dragons in Pax Tharkas: Flamestrike and Ember. Flamestrike guards the enslaved children held in the fortress. She is somewhat insane and cares for the children as her own. This could be to the party's advantage as Flamestrike will not use her breath weapon if the children are within range. On the other hand, Ember will happily use his flaming breath, his spells, and his claws on any foe he comes near. Both of these ancient red dragons are terrible opponents who are more likely to kill characters than to be killed by them.

GIANT WASPS:

These intelligent monsters are large enough to pose problems to you and the party since, "If it moves, it must be food or a home for eggs." Giant Wasps are tough, taking a lot of damage before dying. They attack with bite and poisonous sting, preferring to attack from the air.

GOBLINS:

These 4' tall humanoids are evil by nature and love to indulge in nasty pastimes such as torture and slavery. They tend to use whatever they can scavenge for both arms and armor.

GRIFFONS:

With the front half of an eagle and the rear of a lion, these monsters have an insatiable appetite for horseflesh, but are quite willing to settle for fresh human. Although capable of flight, they will attack from the ground and are extremely aggressive, semi-intelligent carnivores.

HOBGOBLINS:

These large humanoids are born evil and love to kill. Their skill is reflected in the care they give their polished weapons and

scale armor. Their boldness is reflected in the bright, bloody colors of their clothes.

KAPAK DRACONIANS:

These Draconians are larger than Baaz and tend to bully their smaller brethren. They differ from other Draconians by their poisonous attacks. When killed their bodies dissolve.

MEN:

Hostile humans are normally in the employ of the Draconians or are common bandits taking advantage of the current chaos. In either case they can be armed, armored and dangerous.

STORGES:

These nasty little flying bloodsuckers love nothing more than fresh, warm blood. Guess what human beings represent to Storges? They continue to attack until killed or full.

TROLLS:

These large shambling humanoids are not highly intelligent but, like so many others, treat humans as a pleasant dietary supplement. They make very tough opponents, they are difficult to injure and, when finally wounded, their injuries start healing automatically. Using their claws or clubs, they are capable of inflicting terrible injuries.

WAR DOGS:

These large attack trained dogs usually have light leather armor and spiked collars. They tend to attack on sight with a horrible bite.

WILD DOGS:

These medium sized domestic dogs have gone wild in the chaos of the invasion. They only attack if they are very hungry.

WIGHTS:

These undead humans are often found in catacombs where they try to destroy any living thing that crosses their path. Wights

inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic or silver weapons.

WRAITH:

Spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the party's most deadly opponents. Wraiths inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic weapons.

WEVERN:

These large winged monsters are a rather stupid distant cousin of the dragons. They do not have a dragon's breath weapon or spells, but they can attack with powerful claws and a poisonous sling.

ZOMBIES:

These magically animated corpses are often used as tireless guardians that fight until destroyed. They may be resistant to some spells.

V. ITEMS

There are many items within the game which can be of use to the party. Items may increase a character's abilities in combat or may be worth experience points. To pick up an item, move a character over the item and choose Take from the menu. To use an item, select Use and then select the item.

ARMOR AND SHIELDS:

The usefulness of armor or a shield depends on the character actually using the item. There's no point in Tantis (who starts with leather armor +2) using leather armor +1 but Goldmoon (who starts with ordinary leather armor) would get some benefit. To check the utility of an item, use the item and look at the character's statistics.

MONEY:

In the world of Krynn, gold is a pretty metal but money comes in steel coins. Intelligent monsters may be carrying money that they drop when they die.

RINGS:

These items come in various different forms for differing character types. Although any character can get experience for finding a ring, some rings require certain character types to actually use them. A ring of Protection can be used by anyone but a ring of Spell Sloring can only be used by a magic user.

POTIONS:

There are many different kinds of potions. All potions of the same kind are the same color. The only way to find out the effect of a potion is to try it.

Different potions may have different effects on different types of characters. If you use a potion and see no change in the character then the potion may be unsuitable for that character, or you may be in the wrong location for the potion's effect.

Healing potions are not all the same strength and their effect varies. They restore damage taken but can't increase a character's 'Hit Points' beyond the starting value. These potions can be used by anyone.

Strength and invulnerability potions both last for a variable amount of time and only affect Tantis, Riverwind, Caramon, Shann and Flint. While their effects last, they can be very useful in dangerous situations.

Strength potions increase the damage inflicted by the character. The amount of extra damage varies, as some potions are stronger than others.

Invulnerability potions give immunity to non-magical attacks, make it more difficult to be hit by magic, and increase resistance to the effects of a magical hit.

MAGIC ROPE:

This can be very useful if you find something to climb.

SCROLLS:

Scrolls hold either magic or clerical spells. After a scroll is used the next spells thrown come from the scroll, and not from the character's memory. Scrolls may only be used by characters of the appropriate type.

WANDS:

These items offer a ready source of additional spells, but each one has a limited number of charges which cannot be replaced.

WEAPONS:

The party may find weapons of all types, including the ancient sword Wyrmlayer itself, which is essential to game completion. Make sure that a found weapon, when used as a replacement, actually improves a character's combat ability – don't replace a +3 sword with a +1 sword!

MISCELLANEOUS:

The party can find other items, including ammunition for ranged weapons, jewelry and gems. All items are worth experience points, but it may be necessary to dispose of some items if the characters become overloaded.

VI. PLAY NOTES

MOVING AROUND:

Keep a close eye on the advancing Draconian forces as shown on the Quest Map. If the characters don't visit the northern areas early in the game, the enemy will make it impossible to travel there. Once the Draconian armies arrive, anyone or anything of use will be permanently unavailable for the rest of the game.

Examine any inhabited (or formerly inhabited) areas for anything that you can find. Early in the game you needn't worry too much about limits on the number of items you can carry.

In your lust for battle, don't just kill everything that moves. There are friendly NPCs that may join the party or who have items essential to the game.

Don't lose sight of your objectives – find Wyrmlayer, rescue Laurilia, and free the women and children imprisoned in Pax Tharkas. Then, get out alive.

COMBAT ADVICE:

Some characters are better than others for combat purposes so keep them at the front of the party. Don't forget to move characters to the back of the party if they've taken a lot of damage. It is easier to heal characters than to raise them from the dead (which can only be done a limited number of times – look at Raislin's Constitution).

Use Ranged Combat as much as possible, as it pays to hurt the enemy before they can close. Make sure you attack properly, some monsters can only be hit with a high attack, others only with a low attack. Firing low at a flying monster doesn't do anyone except the monster any good. Note that magic users don't have to be in the lead to use their ranged spell abilities as long as they're one of the first four characters.

WHERE AM I?

Keep track of your position throughout the game. In the wilderness, pay regular attention to the Quest Map to check the character's location and the position of the advancing Draconian armies. Taking a wrong turn into the Draconian armies may be your last move.

Once underground, you should keep your own record of where you've been. Pay attention to distinctive areas to help you remember where you've been. There are secret doors in some areas and traps in others – keep your eyes open and be careful.

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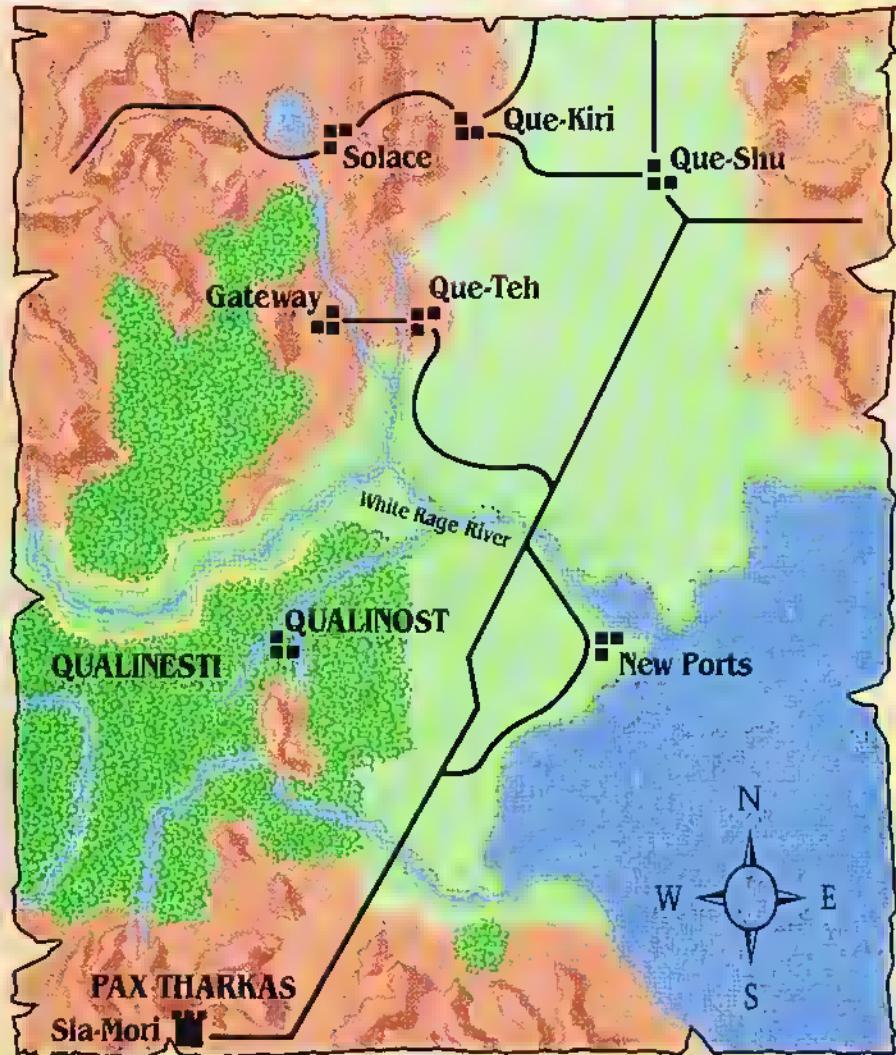
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Muller Printing Co.

Questions or Problems?

Our main business telephone number is (408) 737-6800. Recorded hints and other recorded product information are available 24 hours a day, seven days a week on our Hotline: (408) 737-6810. To speak with a member of our Technical Support Staff please call the Hotline number between 11 a.m. and 5 p.m. Pacific Time, Monday through Friday.

DRAGONS OF FLAME QUEST MAP



Road



Town



Mountain
Clear



Mountain



Pax
Tharkas



STRATEGIC SIMULATIONS, INC.



River



Water



Forest



Cliff



Clear

675 Almanor Avenue
Sunnyvale, CA 94086